

Medal of Honor: Allied Assault tweak guide

Posted on March 21, 2002 by Thomas McGuire

Medal of Honor: Allied Assault (MOH: AA from now on) is a well received World War II first person shooter game. If you have played the game before then you know its beautiful graphics can bring even the fastest systems to crawl at some point, specially during some of its rather large scale battles. This guide will take you through configuring the multitude of options available for the game and other useful information, such as getting 3D audio support in the Game.



Troubleshooting

Begin by downloading the latest patch for MOH: AA; this may resolve many of the bugs or other problems you may have encountered.

Now download the latest Drivers for your Graphics card & Soundcard. This may solve (most) Input or Audio problems you might be having.

Install [DirectX 8.1](#) on your system if you haven't done so yet. This may also fix problems with Sound & Input devices.

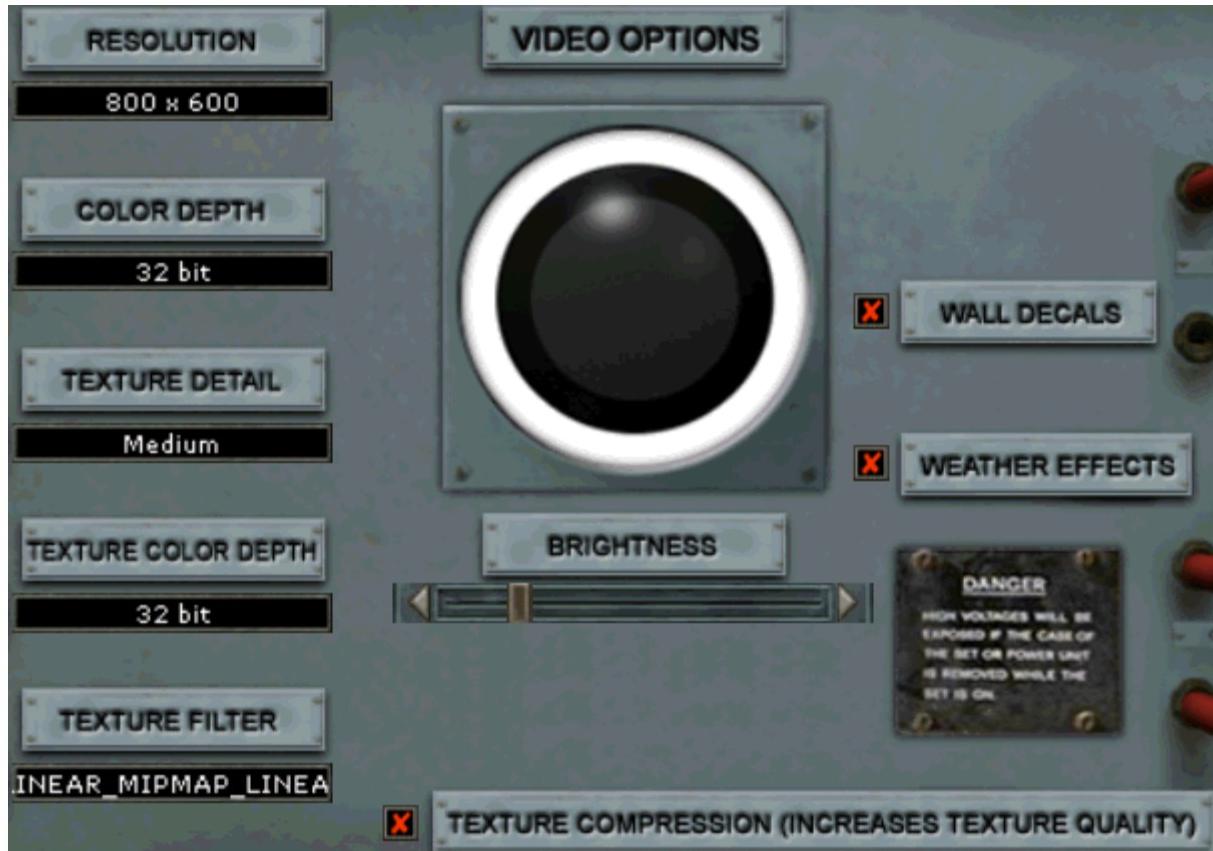
If you experience any lockups & such they might be caused by overclocking, if so try *lowering* the Memory/Core speed of the overclocked device.

Config File

Settings used in the Game are stored in the **unnamedsoldier.cfg** file, located in the **main\configs** directory of where MOH: AA is installed, e.g. D:\MOHAA\main\configs. Later on in the Guide I'll cover some setting which will required modifying this file. To do so simply open it with **Notepad** or (preferably) **Wordpad**.

Graphics

Load MOH: AA select **Options** then the **Video** button.



Resolution. Selecting a *lower* resolution can improve performance & maintain a stabler, higher frame rate. *Higher* resolutions look better (sharper & smaller jagged edges), they also tend to run slower. This all depends on how slow/fast your system (Particularly Graphics card) is of course. **1024 x 768** would be ideal in MOH: AA for most users.

Color Depth. Set this to **16 bit** for best performance, but reduced visual quality (More apparent color banding). Select **32 bit** for best visual quality (Less apparent banding), although performance will be reduced – especially on older Graphics cards. Using a 32-bit colour depth will also reduce rendering errors as it uses a higher Z-Buffer precision for performing depth calculations & those with Kyro 1/2 Graphics cards should leave this set to **32 bit** given the negligible performance difference as compared with other Graphics cards. Setting this to **Default** will use the regular Windows desktop colour depth, just select an option instead.

Texture Detail. This setting controls the resolution of textures used in the Game. Setting this to **High** will *enable* the use of sharper, more detailed textures, although performance can be lowered (Especially on low Video memory Graphics Cards). The **Lower** the setting the more blurred level textures will appear. If you intend to use **High** resolution textures be sure you have AGP Texturing *enabled* in the BIOS &/or a Graphics Card with 32MB or more of Video memory.

Texture Color Depth. This setting controls the quality of textures used in MOH: AA. **32 bit** will provide best quality for textures used in the game, although this will also consume an even greater amount of video memory, as a result you shouldn't select this option unless you have a Graphics card with 32MB video memory or greater (Or supports AGP Texturing). Using **16 bit** will provide the best texture quality/performance trade off & will also consume less Video memory as a result.

Texture Filter. **Trilinear** texture filtering operates by taking 4 samples (texels) from 2 neighbouring Mipmaps, applies a bilinear filter to them & then interpolates the results. This results in improved image quality, with more seamless transitions between Mipmap levels & enhanced texture detail compared to **Bilinear** filtering. Most modern Graphics cards should be able to use **Trilinear** with little performance problems, *except* for those (still, unfortunately) with 3dfx Graphics cards which should set this to **Bilinear** for best performance (As they cannot simultaneously perform Multi-texturing & Trilinear filtering).

Wall Decals. **Ticking** this option will *enable* the rendering of decals on walls caused by weapon fire & such. This can enhance the realism of the Game a good deal, though on older Graphics cards the frame rate may well be adversely affected during fights with a lot of weapons being fired (& more importantly missing their targets) & should be **Unticked** with such Graphics cards, e.g. TNT2. This doesn't affect the **Static decals** option however.

Weather Effects. **Ticking** this option will *enable* the rendering of optional weather effects in levels, e.g. rain & snow. These effects add a decent bit of atmosphere to levels which use them & as such I'd recommend leaving this *enabled*, though on more fill rate limited Graphics card you might get a small frame rate improvement by **Unticking** this option.

Brightness. Use this slider to set the game brightness (glare) level. Sliding the bar to the **Right** will *increase* the brightness level & vice versa. The further this is to the **Right** the more washed out textures may appear. Adjust this to suit your own needs.

Texture Compression. Tick this setting to *enable* the use of texture compression in MOH: AA, which allows the use of higher resolution compressed textures in the game. It is highly recommended that you do this on Graphics cards which support S3TC in OpenGL, e.g. NVIDIA GeForce 1- 4 or Kyro 1/2. This can also improve performance, though level loading times will be *increased* as textures must be compressed while loading a level. **Untick** this on Graphics cards which don't support S3TC in OpenGL for both fastest level loading times & it may also avoid visual corruption.

Select **Options** then the **Advanced** button.



View Model. This option determines what models of yourself are to be rendered in the game. Options available being **None**, **Gun Only** & **Full**. **Full** will *enable* the rendering of your current weapon & arm, this is the slowest option though shouldn't cause any frame rate problems on any relatively new Graphics cards. **Gun Only** will *disable* the rendering of your arm, which should provide a slight frame rate improvement with older Graphics cards while still making it easy to know what weapon you are currently using. Only those with very old Graphics cards (Or CPUs) should you consider setting this to **None**, which will provide fastest performance though makes it harder to determine the weapon you're using, or changing to.

Shadows. This setting defines the **LOD** (Level Of Detail) used for shadows cast by Models, if any. Options available are **None**, **Simple** & **Complex** of which selecting **None** will provide best performance. **Simple** will *enable* the rendering of basic, circular shadows beneath a model which shouldn't cause a noticeable effect of Game frame rate on all but older Graphics cards. Selecting **Complex** will *enable* the rendering of more detailed & realistic shadows though I'd not really recommend selecting this unless you have a Graphics card with a T&L unit &/or the Games frame rate is already running smoothly.

Terrain Detail. This setting controls how detailed the scenery is in the game. Selecting a *higher* detail option will allow the use of *increasingly* more complex meshes for the landscape, which will yield a more realistic appearing terrain, but this will require increasingly higher amount of polygons rendered as a result. Using a *lower* detailed option will use *less* complex meshes for scenery, which will give less detailed scenery shapes, although this can improve performance – especially if your Graphics card can't handle rendering a high amount of polygons. This will have a greater effect in more outdoor levels though.

Model Detail. This option controls the LOD used for models in the Game, e.g. Soldiers. Selecting a *higher* detail option will allow the use of *increasingly* more complex meshes for these models, which will yield a more detailed appearing model, but this will require increasingly higher amount of polygons rendered as a result. Using a *lower* detailed option will use *less* complex meshes for these models, which will yield less detailed models being displayed, although this can improve performance – especially if your Graphics card can't handle rendering a high amount of polygons. The effect of this will probably be most noticed in the Omaha Landing or such large scale battles. The screenshots further beneath illustrate this setting in action at both **Highest & Lowest**.

Effects Detail. This option sets the LOD used for various effects that are rendered in the Game. Those of you with older Graphics cards &/or CPU should use a *lower* setting for this option though those with newer Graphics cards should be able to use a *higher* value with little adverse effect to the frame rate, though in large battles it might be wise to lower setting to a less detailed one to keep the frame rate smooth.

Curve Detail. This option determines how rounded the curves of certain objects/models are (Or aren't), e.g. Some tables & curvature of a road. This is a fairly cosmetic option so if your frame rate isn't too good you won't lose much visual quality by setting this to **Lowest** or **Low**, those with newer Graphics cards &/or fast CPUs should be able to set this to **High** without any adverse affects. The screenshots further beneath illustrate the effect of this setting at the **Lowest & High** options.

Subtitles. Adjust this to your own gameplay preference.

Console. **Tick** this setting to *enable* the use of the console in the Game, which can be used to enter & use console commands during the Game, some which may not otherwise be available. **Unticking** this will *disable* the use of the console.

Static Decals. **Tick** this option to *enable* the rendering of pre-determined decals in the Game, i.e. those put there during the creation of the Map. This can enhance the realism of the Game a good amount, though on older Graphics cards the frame rate may well be adversely affected by these. **Unticking** this option will *disable* the rendering of these (This doesn't affect the **Wall decals** option) & is recommended for those with older Graphics cards or low frame rates.

Real Dynamic Lighting. When **Unticked** the Game will use a fast-mode approach to dynamic lighting, & is recommended for those with slower CPUs. Those on faster systems (800Mhz +) should **Tick** this option to *enable* the use of a more complex dynamic lighting mode which will result in a more realistic application of lighting in a level.

Full Entity Lighting. This option controls the lighting method used on models. When **Unticked** a single light source is used for lighting the entire model, which will provide best performance in the game, particularly in scenes where many models are visible. When **Ticked** lighting is applied to a model in a more realistic way, which will improve visual realism, though can reduce the frame rate a good deal on slower systems. Those with fairly fast CPUs (800Mhz +) should be able to **Tick** this setting with little adverse effect except possibly in larger battles.

Volumetric Smoke. I'm not too sure about what the option does as everytime I restart the Game I find it **Unticked**. That said, this didn't seem to have any noticeable effect on smoke effects when playing the Game, e.g. smoke after blasts from grenades.

Weapons Bar. Adjust this to your own gameplay preference.

Crosshair. Adjust this to your own gameplay preference.

The images beneath illustrate the difference between Terrain Detail, Model Detail & Curve Detail or their respective *lowest* setting versus their respective *highest* setting. Worth paying attention to the facial detail of other soldiers & the curvature of the road, though the Terrain Detail setting in this particular scene has little effect as nothing affected by this is visible (Except perhaps a slight bit of the stoned ground up to the closest soldier).



Audio

Select **Options** then the **Audio** button.



Master Volume. Use this to set the effects/speech volume level in MOH: AA. Adjust the slider bar for volume as required, slide the bar **Right** to *increase* the volume & vice versa.

Music Volume. Use this to set the volume level for music in MOH: AA. Adjust the slider bar for volume as required, slide the bar **Right** to *increase* music volume & vice versa. NOTE – *Muting* the Music will not affect performance beneficially. I'd recommend leaving it audible given it's rather good & sets the right mood usually.

Speaker Setup. From the menu here select the appropriate type of Speakers which your Soundcard is connected to, though it is worth noting that *most* Soundcards will *ignore* such in-game options & rather only use the one specified in their own Mixer.

Sound Quality. This option determines the sampling rate to be used for audio playback, with **Low** being 11 kHz, **Medium** being 22 kHz & **High** being 44kHz. **High** would be the best option to select if you have a relatively new Soundcard, e.g. SoundBlaster Live! or Santa Cruz & would provide best audio quality. With older generation Soundcards (Or more likely onboard Audio) you should find **Medium** to give acceptable playback quality without affecting performance too noticeably. Those with an ISA Soundcard would perhaps be about the only ones I'd recommend setting this to **Low**.

As has been discussed on the [3D SoundSurge Forums](#) adding 3D audio support into MOH: AA is an easy enough task. The simplest way to do this is as follows;

Download & install the Miles Sound System Demo from [RAD Game Tools](#), noting the directory where it installed. Go to the **redist\win32** directory of where you installed the Miles Sound System Demo, e.g. **C:\Program Files\Miles6dm\redist\win32**, & **copy** the *.m3d files located there (You can *ignore* the **Mssfast.m3d** file if you wish however). **Paste** these files into the **snddrivers** directory of where MOH: AA is installed, e.g. **D:\MOHAA\snddrivers**.

Now open your **Config** file & Add/Edit the **seta s_milesdrivers "x"** line. Where **x** is to be replaced by one of the following options:

- Aureal A3D 2.0 (TM)
- Aureal A3D Interactive (TM)
- Creative Labs EAX 2 (TM)
- Creative Labs EAX (TM)
- DirectSound3D Hardware Support
- Dolby Surround
- Miles Fast 2D Positional Audio

The option you should select here should be determined by you based on the Soundcard you have installed. Selecting **DirectSound3D Hardware Support** or **Aureal A3D Interactive (TM)** will *enable* basic 3D positional audio support in Game. Those (still) with Aureal Vortex 2 based Soundcards should select **Aureal A3D 2.0 (TM)** for most realistic 3D audio positioning. Users of EAX supporting Soundcards, e.g. Santa Cruz or Audigy, should try selecting **Creative Labs EAX 2 (TM)** or **Creative Labs EAX (TM)**, though reportedly MOH: AA doesn't use any of the EAX presets so you may find no playback difference over that of **DirectSound3D Hardware Support**. **Dolby Surround** should only be selected if your Soundcard is connected to such a receiver. **Miles Fast 2D Positional Audio** will provide basic stereo output & also best performance (This is used by *default*).

You can learn how to further improve your Audio experience in MOH: AA by taking a look at the [Soundcard/Speaker Tweak guide](#). This'll take you through positioning your Speakers & configuring Soundcard specific tips for other popular Soundcards such as the SoundBlaster Audigy, Philips PSC70x & Turtle Beach Santa Cruz.

Controls

Select **Options** then the **Controls** button.



Keyboard. Adjust the Keyboard control bindings here yourself as you see fit.

Mouse Speed. Moving this slider to the **Right** can improve mouse responsiveness along the X & Y-axis (Horizontal & vertical) although may make more accurate movement awkward due to the extra responsiveness. I'd recommend leaving this set to the *default* position unless you find your Mouse fairly slow reacting to your input.

Invert Mouse. Tick this setting to invert the Y-axis of your mouse. This means pulling *back* (towards you) on the mouse will result in looking up & vice versa.

Smooth Mouse. Ticking this option will *enable* the use of mouse filtering, which averages out mouse movement, which should result in smoother movement of the Mouse. I'd recommend leaving this **Ticked**.

Always Run. Configure this setting to your own gameplay preference.

If you are using a Mouse (Which you should be) you can find out how to further tweak that device in our [Mouse Tweak guide](#).

Conclusion

Your Medal Of Honor: Allied Assault gaming experience should now be greatly improved with better visuals, audio & hopefully minimal performance loss. This guide will be updated whenever new patches become available with further information & expanded sections.